

## CLAIMS

What is claimed is:

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1. A method for monitoring thread usage in a server system, comprising:

    sending an ioctl call in blocking mode on a socket designated for listening for incoming  
client requests to a server communicatively connected to a network and passing said incoming  
10 client requests to one from among a plurality of threads waiting in a thread pool;

    responsive to a TCP layer detecting said listen socket in blocking mode, monitoring a  
thread count of at least one of a number of incoming requests waiting to be processed and a  
number of said plurality of threads remaining idle in said thread pool over a sample period; and

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    responsive to said TCP layer detecting a thread usage event, returning said ioctl call back  
with said thread count, such that a number of threads in said thread pool may be dynamically  
adjusted to handle said thread count.

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2. The method according to claim 1 for monitoring thread usage wherein said monitoring a thread count further comprises setting a counter to monitor said number of incoming requests waiting to be processed over a particular number of TCP slow timer processing cycles.

5 3. The method according to claim 1 for monitoring thread usage wherein said monitoring a thread count further comprises monitoring a minimum number of said number of threads remaining idle over said sample period.

4. The method according to claim 1 for monitoring thread usage further comprising:

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dynamically adjusting a number of active threads in said thread pool according to said thread count to handle a current load.

5. The method according to claim 1 for monitoring thread usage further comprising:

initiating a TCP slow timer cycle;

5 processing all of a plurality of sockets during said TCP slow timer cycle;

responsive to completing said processing of all of said plurality of sockets, comparing  
said thread count with a threshold;

10 responsive to said thread count exceeding said threshold, designating a thread usage event  
with said number of incoming requests waiting to be processed; and

responsive to said thread count equaling zero after said sample period, designating a  
thread usage event with said number of threads remaining idle.

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6. A system for monitoring thread usage in a server system, comprising:

a server system communicatively connected to a network;

5 said server system further comprising:

a socket designated for listening for incoming client requests to said server system from  
said network and passing said incoming client requests to one from among a plurality of threads  
waiting in a thread pool;

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application means for sending an ioctl call in blocking mode on said socket;

TCP timer processing means for monitoring a thread count of at least one of a number of  
incoming requests waiting to be processed and a number of said plurality of threads remaining

15 idle in said thread pool over a sample period; and

TCP layer means for returning said ioctl call back with said count, responsive to detecting  
a thread usage event.

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7. The system according to claim 6 for monitoring thread usage wherein said TCP timer processing means further comprises setting a counter to monitor said number of incoming requests waiting to be processed over a particular number of TCP slow timer processing cycles.

5 8. The system according to claim 6 for monitoring thread usage wherein said TCP timer processing means further comprises monitoring a minimum number of said number of threads remaining idle over said sample period.

9. The system according to claim 6 for monitoring thread usage, wherein said server system  
10 further comprises:

means for dynamically adjusting a number of active threads in said thread pool according to said thread count to handle a current load.

10. The system according to claim 6 for monitoring thread usage, wherein said server system further comprises:

means for initiating a TCP slow timer cycle;

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means for processing all of a plurality of sockets during said TCP slow timer cycle;

means responsive to completing said processing of all of said plurality of sockets, for comparing said thread count with a threshold;

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means responsive to said thread count exceeding said threshold, for designating a thread usage event with said number of incoming requests waiting to be processed; and

means responsive to said thread count equaling zero after said sample period, for  
15 designating a thread usage event with said number of threads remaining idle.

11. A computer program product for monitoring thread usage in a server system, comprising:

a recording medium;

- 5 means, recorded on said recording medium, for sending an ioctl call in blocking mode on a socket designated for listening for incoming client requests to a server communicatively connected to a network and passing said incoming client requests to one from among a plurality of threads waiting in a thread pool;
- 10 means, recorded on said recording medium, for monitoring a thread count of at least one of a number of incoming requests waiting to be processed and a number of said plurality of threads remaining idle in said thread pool over a sample period, responsive to a TCP layer detecting said listen socket in blocking mode; and
- 15 means, recorded on said recording medium, for returning said ioctl call back with said thread count, responsive to said TCP layer detecting a thread usage event.

12. The computer program product according to claim 11 for monitoring thread usage wherein said means for monitoring a thread count further comprises:

means, recorded on said recording medium, for setting a counter to monitor said number  
5 of incoming requests waiting to be processed over a particular number of TCP slow timer processing cycles.

13. The computer program product according to claim 11 for monitoring thread usage wherein said means for monitoring further comprises:

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means, recorded on said recording medium, for monitoring a minimum number of said number of threads remaining idle over said sample period.

14. The computer program product according to claim 11 for monitoring thread usage further  
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means, recorded on said recording medium, for dynamically adjusting a number of active threads in said thread pool according to said thread count to handle a current load.

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15. The computer program product according to claim 11 for monitoring thread usage further comprising:

means, recorded on said recording medium, for initiating a TCP slow timer cycle;

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means, recorded on said recording medium, for processing all of a plurality of sockets during said TCP slow timer cycle;

means, recorded on said recording medium, for comparing said thread count with a  
10 threshold, responsive to completing said processing of all of said plurality of sockets;

means, recorded on said recording medium, for designating a thread usage event with said number of incoming requests waiting to be processed, responsive to said thread count exceeding said threshold; and

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means, recorded on said recording medium, for designating a thread usage event with said number of threads remaining idle, responsive to said thread count equaling zero after said sample period.

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16. A method for monitoring thread usage to dynamically adjust a number of active threads in a thread pool of a server system, comprising:

sending an ioctl call in blocking mode on a socket designated for listening for incoming

5 client requests to a server system communicatively connected to a network and passing said

incoming client requests to one from among a plurality of active threads waiting in a thread pool;

responsive to a TCP layer of said server system detecting a thread usage event, receiving

said ioctl call back with a thread count of at least one of a number of incoming requests waiting

10 to be processed and a number of said plurality of threads remaining idle in said thread pool over a sample period;

dynamically adjusting said number of active threads in said thread pool according to said

thread count, such that said server system dynamically adjusts said thread pool to handle a

15 current load.

17. A system for monitoring thread usage to dynamically adjust a number of active threads in a thread pool of a server system, comprising:

a server system communicatively connected to a network;

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said server system further comprising:

means for sending an ioctl call in blocking mode on a socket designated for listening for incoming client requests and passing said incoming client requests to one from among a plurality

10 of active threads waiting in a thread pool;

means responsive to a TCP layer of said server system detecting a thread usage event, for receiving said ioctl call back with a thread count of at least one of a number of incoming requests waiting to be processed and a number of said plurality of threads remaining idle in said thread

15 pool over a sample period; and

means for dynamically adjusting said number of active threads in said thread pool according to said thread count to adjust a capacity to handle new client requests.

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18. A computer program product for monitoring thread usage to dynamically adjust a number of active threads in a thread pool of a server system, comprising:

a recording medium;

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means, recorded on said recording medium, for sending an ioctl call in blocking mode on a socket designated for listening for incoming client requests to a server system communicatively connected to a network and passing said incoming client requests to one from among a plurality of active threads waiting in a thread pool;

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means, recorded on said recording medium, for receiving said ioctl call back with a thread count of at least one of a number of incoming requests waiting to be processed and a number of said plurality of threads remaining idle in said thread pool over a sample period, responsive to a TCP layer of said server system detecting a thread usage event; and

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means, recorded on said recording medium, for dynamically adjusting said number of active threads in said thread pool according to said thread count to adjust a capacity to handle new client requests.

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